EVERYONE

E

CONTENT RATED BY ESRB

THQ

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SPRINT CARS

ROAD TO KNOXVILLE

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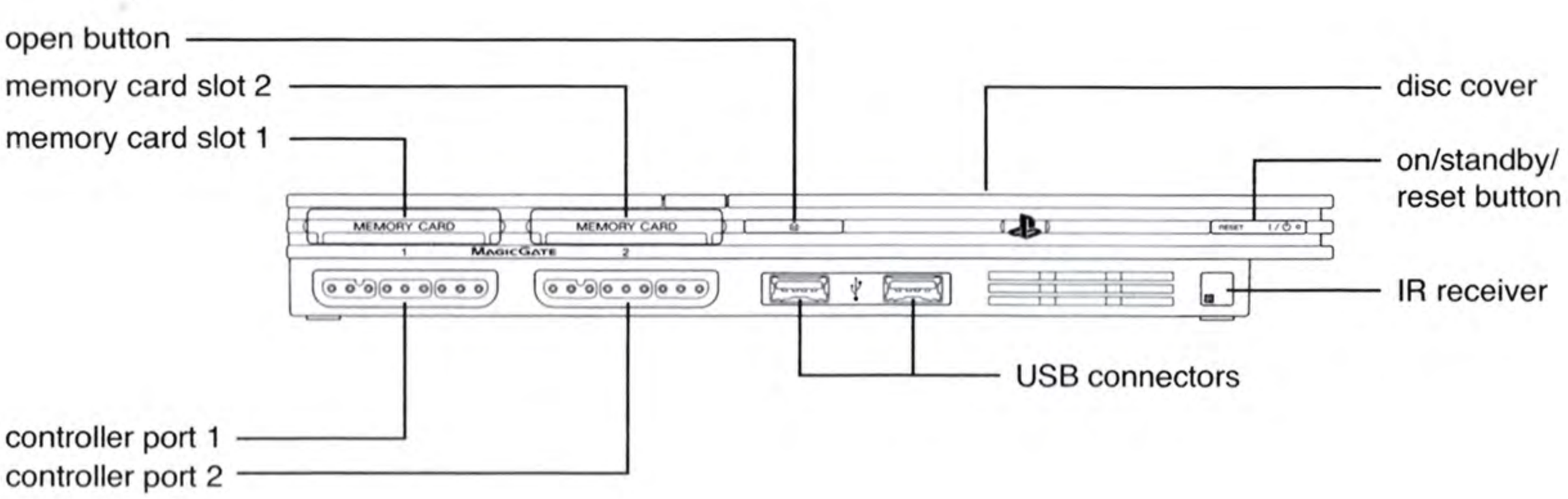
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch on the back of the console is turned ON. Press the RESET button. When the power indicator lights up press the OPEN button and the disc tray will open. Place the Sprint Cars: Road to Knoxville disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

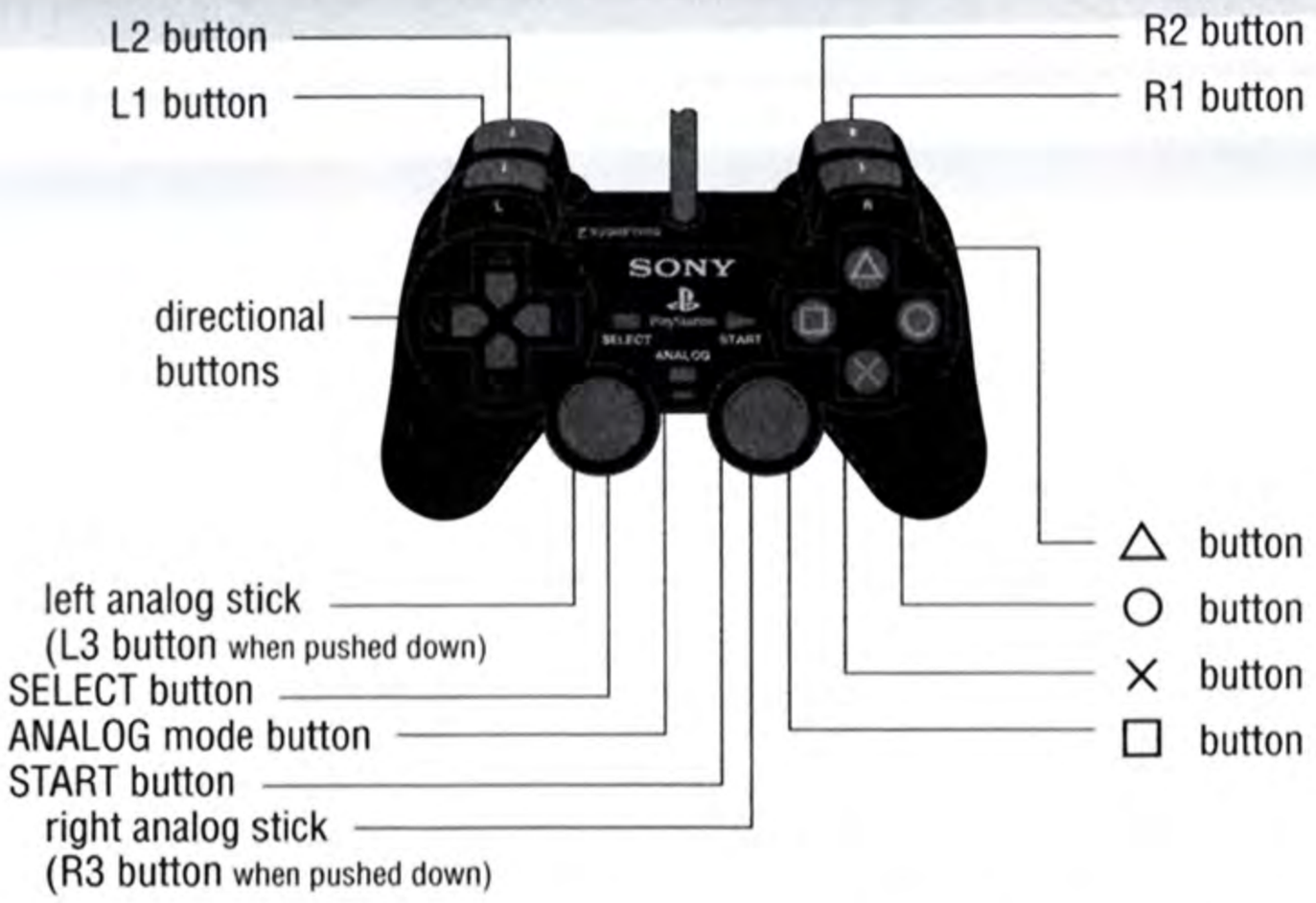
MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card (8MB)(for PlayStation®2), or from any memory card (8MB)(for PlayStation®2) containing previously saved Sprint Cars: Road to Knoxville games.

At least 623 KB of free space must be available on the memory card (8MB)(for PlayStation®2) in order to save. If less free space exists, erase the older data before saving. Do not remove the memory card (8MB)(for PlayStation®2) or turn off the power to the PlayStation®2 while data is being saved or loaded. Your game data may be lost or corrupted as a result.

DUALSHOCK®2 ANALOG CONTROLLER

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



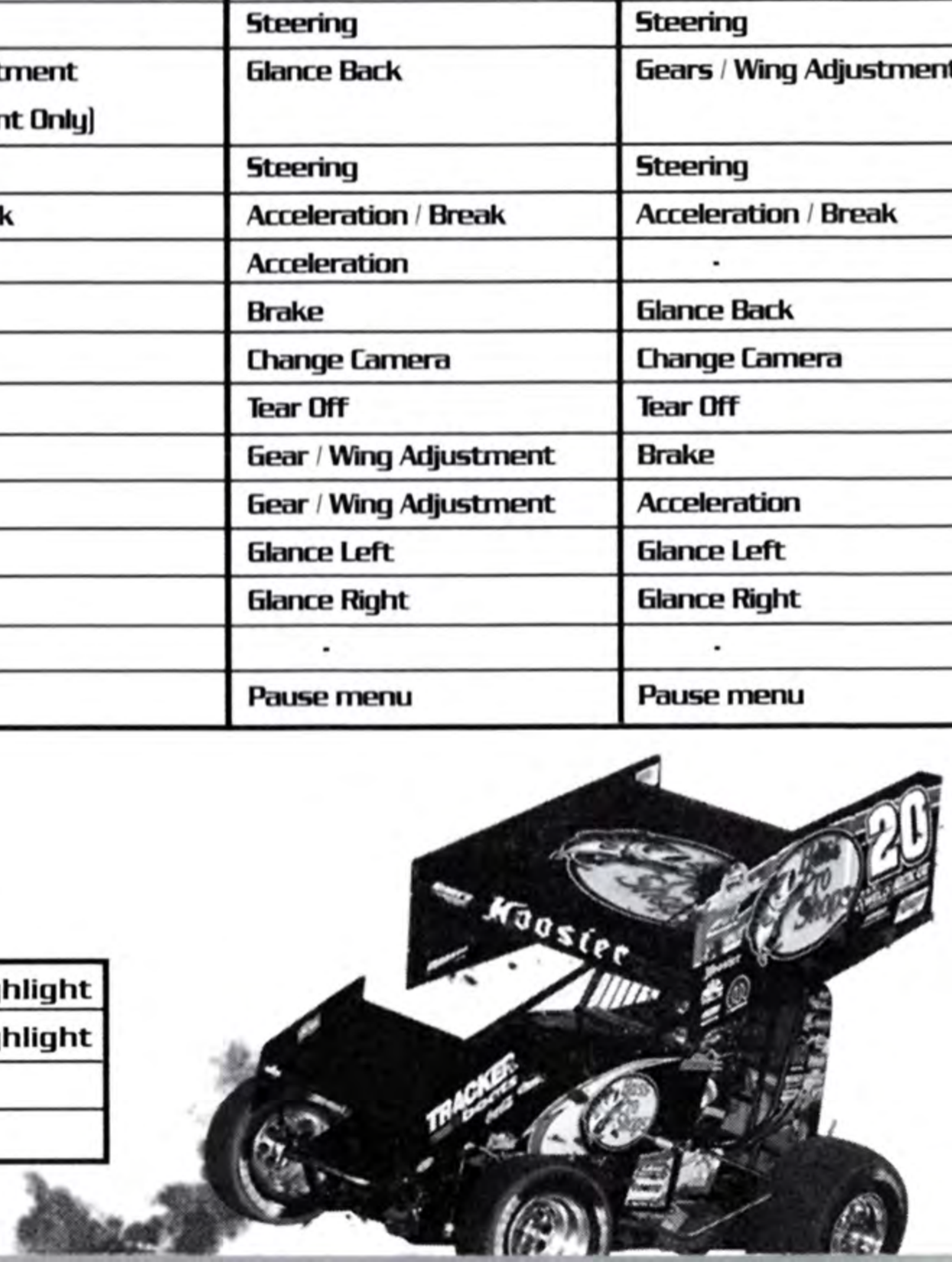
Sprint Cars: Road to Knoxville™ is best played with the DUALSHOCK®2 analog controller or the Logitech® Driving Force™ family of steering wheels. The DUALSHOCK®2 analog controller should be connected to controller port 1, and the ANALOG mode indicator located below the ANALOG mode button should be red to indicate that it is on. When installing a Logitech® steering wheel to the PlayStation®2 make sure to connect the USB connection to the top or bottom USB port. Sprint Cars: Road to Knoxville supports two steering wheels.

DEFAULT CONFIGURATION

Control	Layout A (Default)	Layout B	Layout C
Left / Right directional buttons	Steering	Steering	Steering
Up / Down directional buttons	Gears / Wing Adjustment (Winged Sprint Only)	Glance Back	Gears / Wing Adjustment
Left analog stick	Steering	Steering	Steering
Up/down right analog stick	Acceleration / Break	Acceleration / Break	Acceleration / Break
⊗ button	Acceleration	Acceleration	-
▣ button	Brake	Brake	Glance Back
△ button	Change Camera	Change Camera	Change Camera
◉ button	Not used	Tear Off	Tear Off
L1 button	Glance Back	Gear / Wing Adjustment	Brake
R1 button	Tear Off	Gear / Wing Adjustment	Acceleration
L2 button	Glance Left	Glance Left	Glance Left
R2 button	Glance Right	Glance Right	Glance Right
SELECT button	-	-	-
START button	Pause menu	Pause menu	Pause menu

MENU CONTROLS

Directional buttons	Move Highlight
Left analog stick	Move Highlight
⊗ button	Accept
△ button	Back



SPRINT CARS

ROAD TO KNOXVILLE

INTRODUCTION

Welcome to the world of Sprint Cars: Road to Knoxville — the total Sprint Car, 3/4 Midget and Open Wheel Modified racing experience. Race in six gameplay modes including an extensive multi season career mode. Play as a driver or as a team owner, or both, it's up to you how you want to earn your prestige and money.

In Time Trial mode you can compare your best times against other players from around the world. Take your Time Trial code to www.sprintcarsthegame.com to see how you match up against the best drivers!

Sprint Cars: Road to Knoxville offers you over 20 tracks from across the U.S including famous tracks such as Knoxville Raceway, Eldora Speedway, Dodge City Raceway Park, and Williams Grove Speedway. Your opponents will be tough but you can gain extra speed from them by drafting. Be careful though, if you're too aggressive you'll make enemies and it won't be easy to get around the track with a vengeful opponent resisting your attempts at drafting or blocking your race line.

HOW TO DRIVE IN THE DIRT

When you race on a dirt track you'll notice that it's much different than racing on a paved track. In dirt racing you actually want to spin out around the corners. This is known as a powerslide. The trick is to maintain control as you slide through the turns. Using the break and the gas while you turn around the corners will allow you to control the slide. Practice racing in Rookie mode to get a feel for how to turn your car on several tracks. Short tracks, banked tracks and longer tracks offer different challenges. Learn to master each track to become a well rounded driver.

QUICK START GUIDE

The quickest way to get straight into the action in Sprint Cars: Road to Knoxville is to select Arcade mode and Single Race. Before you fire up your engine for the first time however you should take a look at the Tutorial found in Arcade mode. The Tutorial offers a great overview of drafting, and mastering the powerslide turn. To access the Tutorial select Arcade from the Main Menu and Tutorial. Additional information about each of the menus is available in the Race section of this manual.

Once you've finished with the tutorial it's time to race. To start a single event race select Arcade and Single Race from the Main Menu. If you just want to practice select Arcade and Practice. Next, choose the level of difficulty class from the Difficulty menu. From the Car Select menu choose the car class, model and skin you want. Select your track from the Track Select menu. In a Single Race you can also select the Race Length and Race Format from this menu, while in Practice mode just the Time of Day can be selected. Choose your Control Setup. At the Race Format screen you can start your race, tune your car or skip a race. Select Race when you're ready to get behind the wheel.

GOALS

There are many different goals in Sprint Cars: Road to Knoxville, depending on the mode of play you have chosen.

In Arcade mode you have several different race types. In Single Race you can race any car class on any track. This mode is good for testing different tuning set ups and racing techniques as well as understanding the flow of an event from the qualifying round all the way through the A Main race. You can pick your track and time of day to create racing conditions you will encounter in Career mode.

In the Championship mode the goal is to be the top points leader after 15 events. In this mode you can race any car class. The Championship mode is a good way to become familiar with the flow of a season.

When you select Multiplayer from the Arcade menu you will be racing against another player in a formal event race including standard qualifying, heat and main races. The goal here is to beat the other player.

Time Trial mode allows players to race on the track of their choice, trying to achieve the best lap time. Your best time is recorded in a code, a string of letters and numbers that you can use to compare your time with drivers across the world. Take your code to www.sprintcarsthegame.com and see how you compare to other drivers.

In Career mode, you earn points by racing well. You don't necessarily have to win every race to have a successful career but the better you do the more season points you receive. If you have the most points at the end of a season you win that season. You receive cash awards for winning the qualifying round, heats and main events.

SPRINT CARS

ROAD TO KNOXVILLE

MAIN MENU

When the game begins you'll be presented with the Main Menu. Here you can choose from the following:

ARCADE

Choose Single Race, Championship, Multiplayer, Time Trial, Practice or Tutorial. See the Arcade section of this manual for additional information about Arcade mode.

Single Race - Enter into a single event.

Championship - A season of events in the car class of your choice.

Multiplayer - Play against a friend in a single event.

Time Trial - Set records on any track and compare your times to others at www.sprintcarsthegame.com.

Practice - Drive around any track solo.

Tutorial - Learn basic and advanced driving techniques.

CAREER

Choose Continue or New. See the Career section of this manual for additional information about Career mode.

Continue - Pick up where you left off in a saved career.

New - Start a new career.

HALL OF FAME

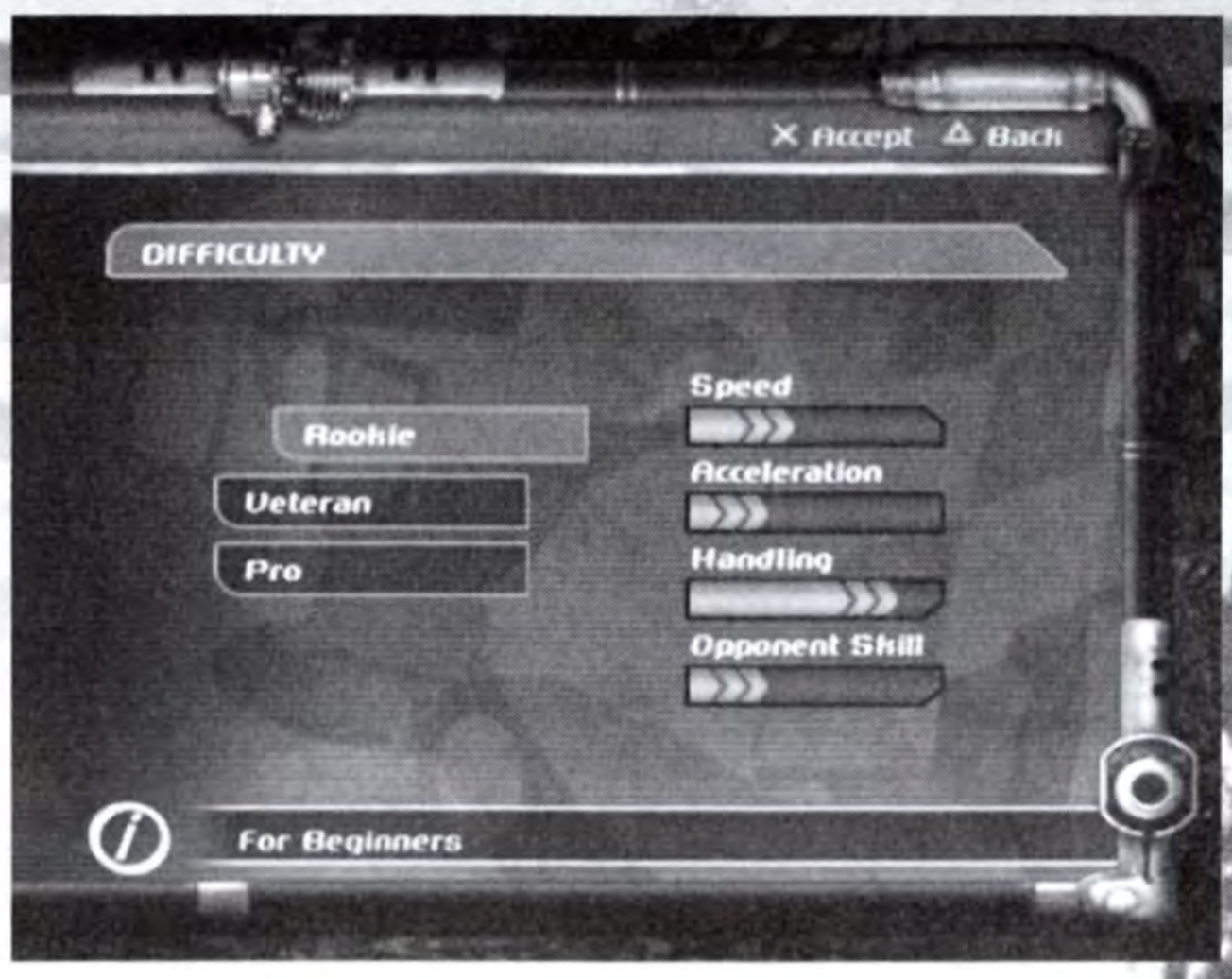
Review Track, Season, and Career Records as well as the game credits.

OPTIONS

Modify game options from this menu. See the Options section of this manual for additional information about the Options menu.

ARCADE

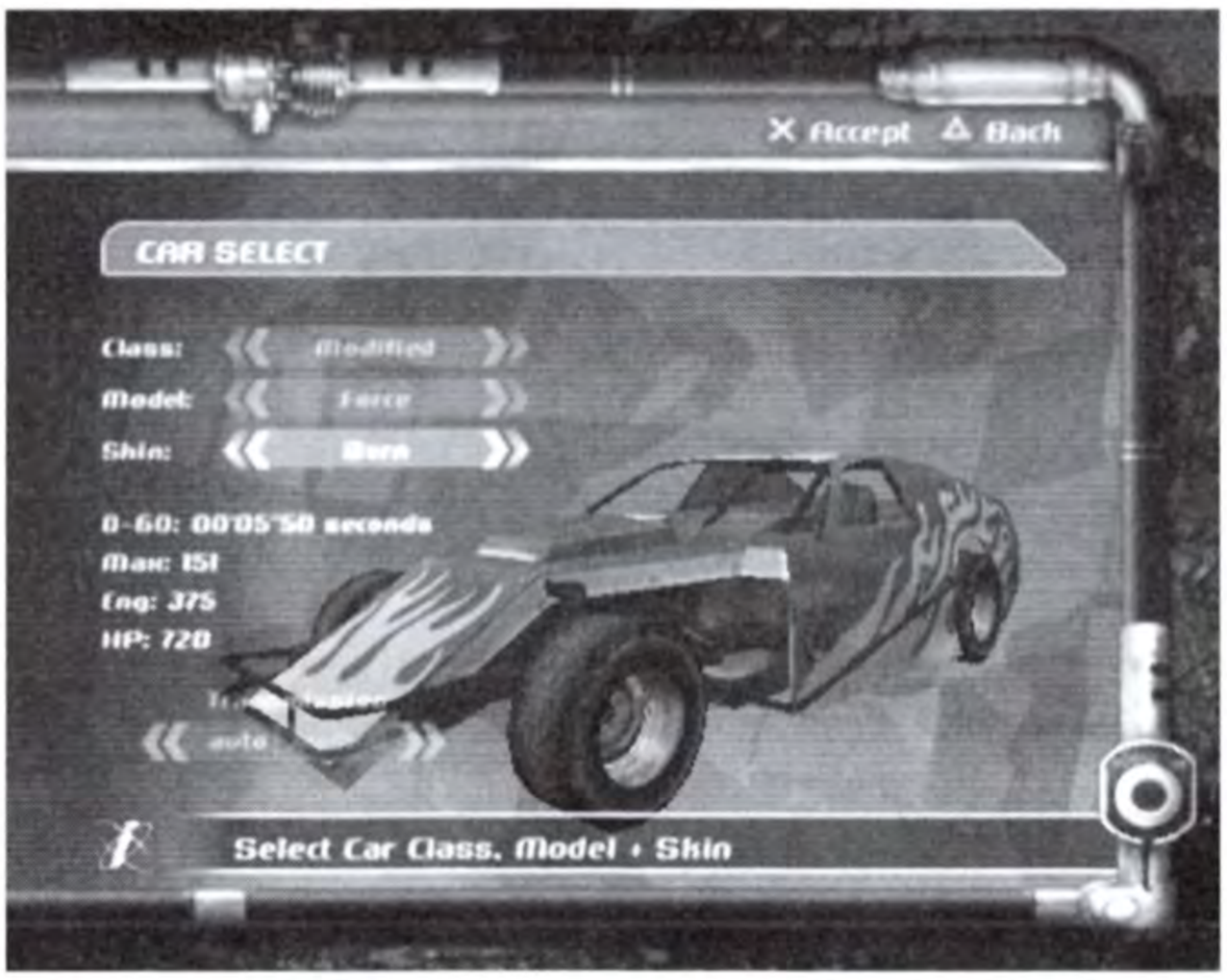
Select from any of the car classes and race in a Quick Race, Single Event, Career or Vs. Mode race.



ROOKIE, VETERAN OR PRO?

It is important to know the differences between Rookie, Veteran and Pro modes before you race for the first time.

Rookie difficulty is for beginners. In Rookie mode your top speed and acceleration are low but your handling is high and your opponents are less skilled. This means that you run a bit slower than the other difficulty settings but you have more control when you powerslide or turn your car. Veteran difficulty is for more experienced drivers. Speed and acceleration are increased but you'll need to have a good handle on the powerslide as your handling and opponents will make it more challenging. Pro difficulty is for seasoned professional drivers. In this mode you have top speed and acceleration but so do your opponents. All of this power also makes turning tougher to master.



CAR SELECTION

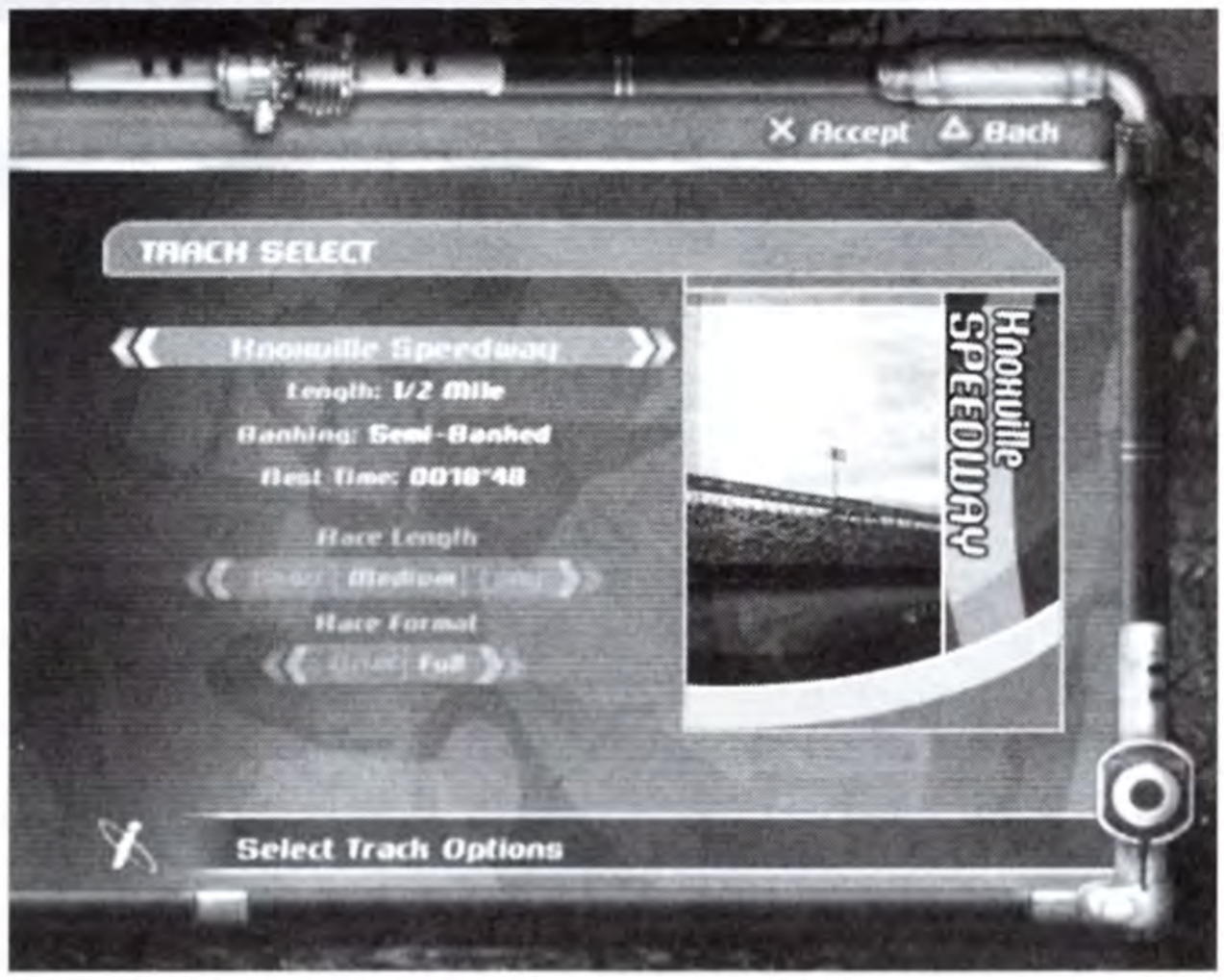
Once you've selected the level of difficulty you can select your car class. There are three car classes available to you at the beginning of the game but you can unlock several additional recreational car classes by winning events in Career and Arcade modes.

The three car classes available to you at the beginning of the game are Sprint Car, Open Wheel Modified, and 3/4 Midget. Each of these car classes offers additional customization by selecting the car Model and Skin. Each car Model determines the acceleration (0-60 time), maximum speed, engine size and horsepower.

SPRINT CARS
ROAD TO KNOXVILLE

TRACK SELECTION

In Single Race, Multiplayer, Time Trial and Practice modes you can select from the available tracks when you start the game. Additional tracks can be unlocked by winning events in Career and Arcade modes.



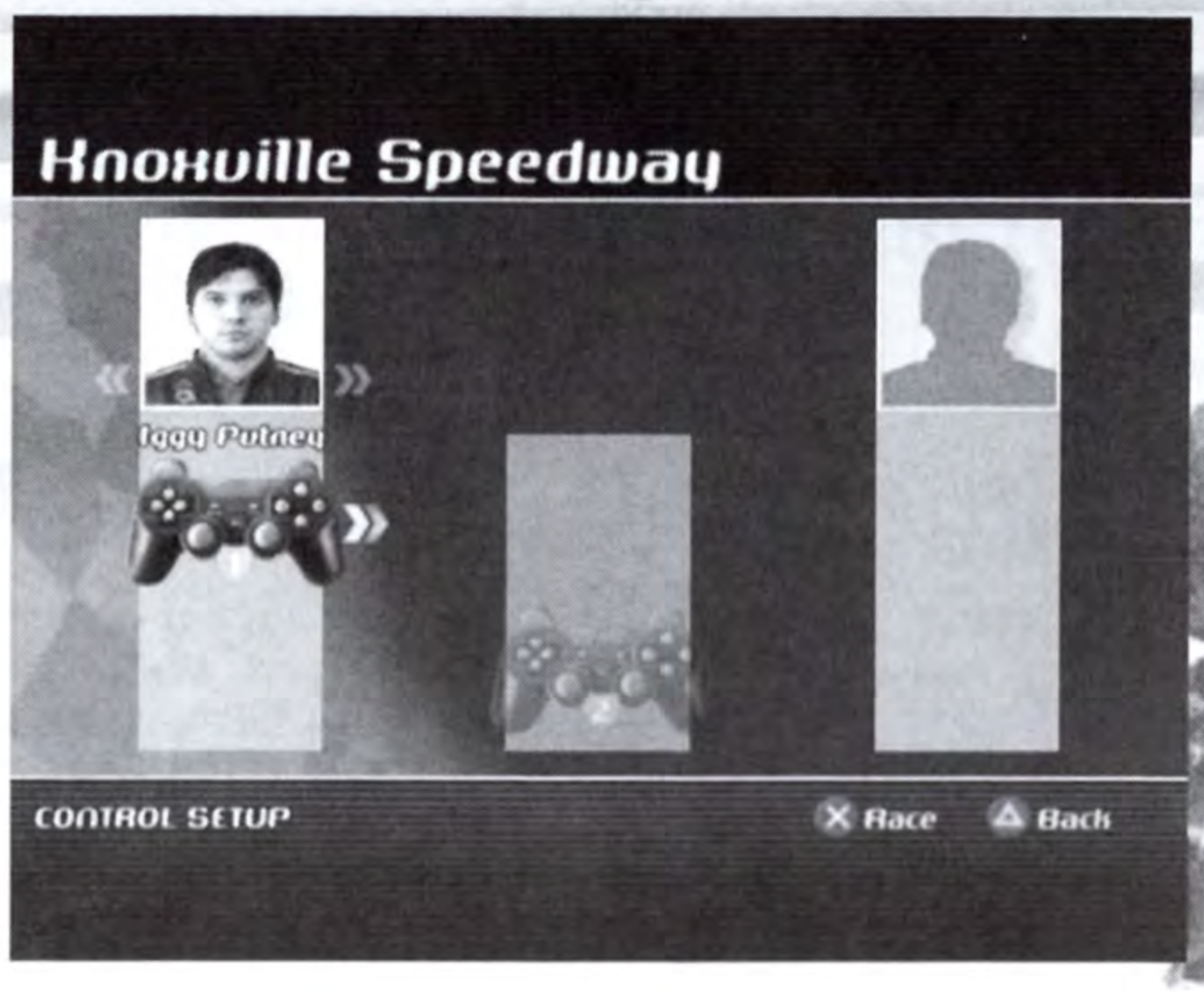
TRACKS

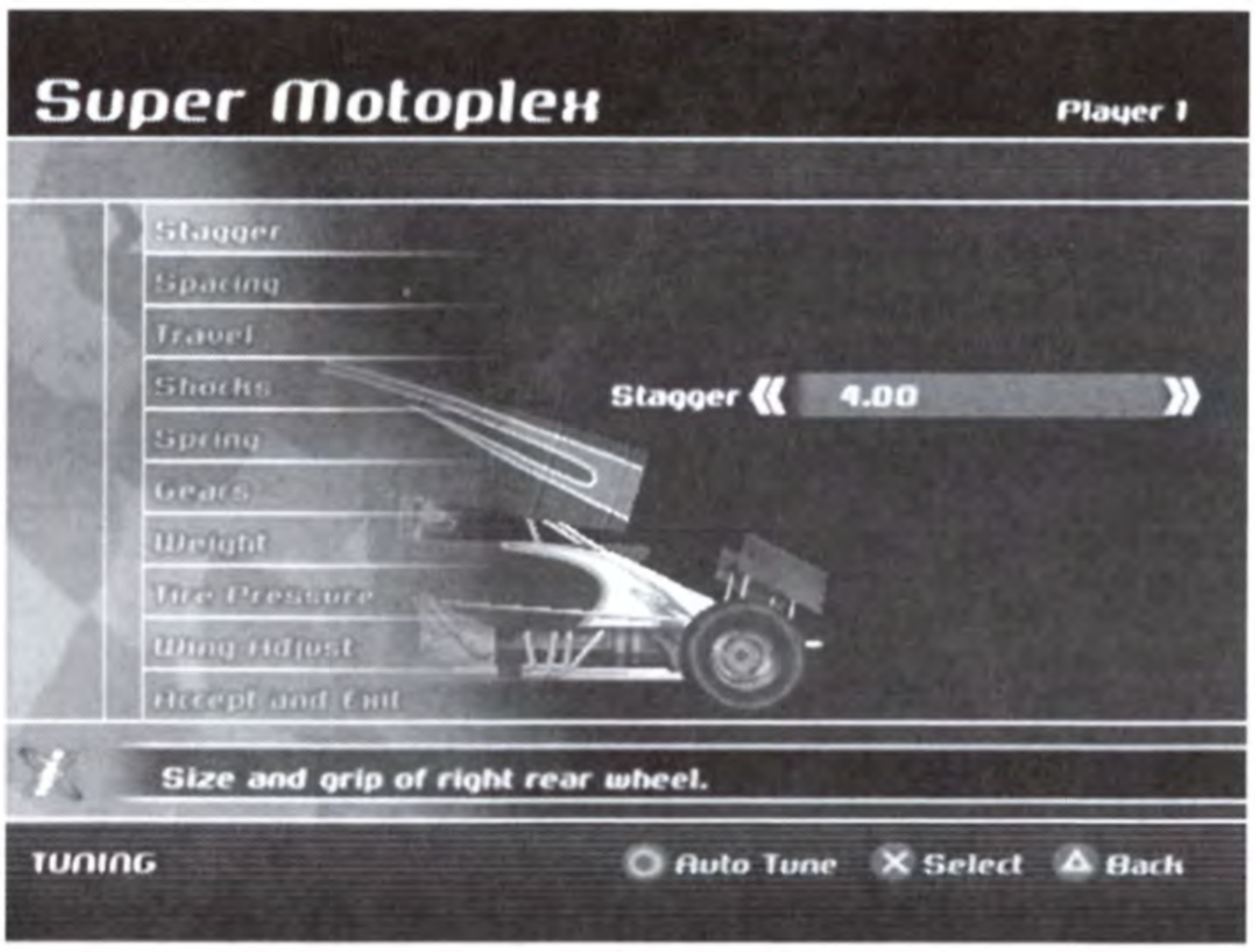
1. Super Motoplex
2. Huset's Speedway
3. Eldora Speedway
4. Ash Hollows Speedway
5. Dosrada Raceway
6. Pickenback Raceway
7. Turnpike 42
8. Williams Grove Speedway
9. Knoxville Speedway
10. Brite Peak Speedway
11. Tri State Fairgrounds
12. Sea-Belle Speedway Park
13. Dodge City Raceway Park
14. Steer Plains Speedway
15. Moose Head Speedway

On each of these tracks you can set the Race Length and Race Format. The Race Length determines how many laps you will race from short to long. Race Format offers two options, Brief and Full. A Brief Race Format means you will only race in the qualifying and A Main races. A Full Race Format means you race in a standard race format with practice, qualifying, heat and main events.

CONTROL SETUP

The Control Setup menu allows you to determine which controller you would like to use to drive, or if you would just like to simulate the race or watch the computer AI race for you.

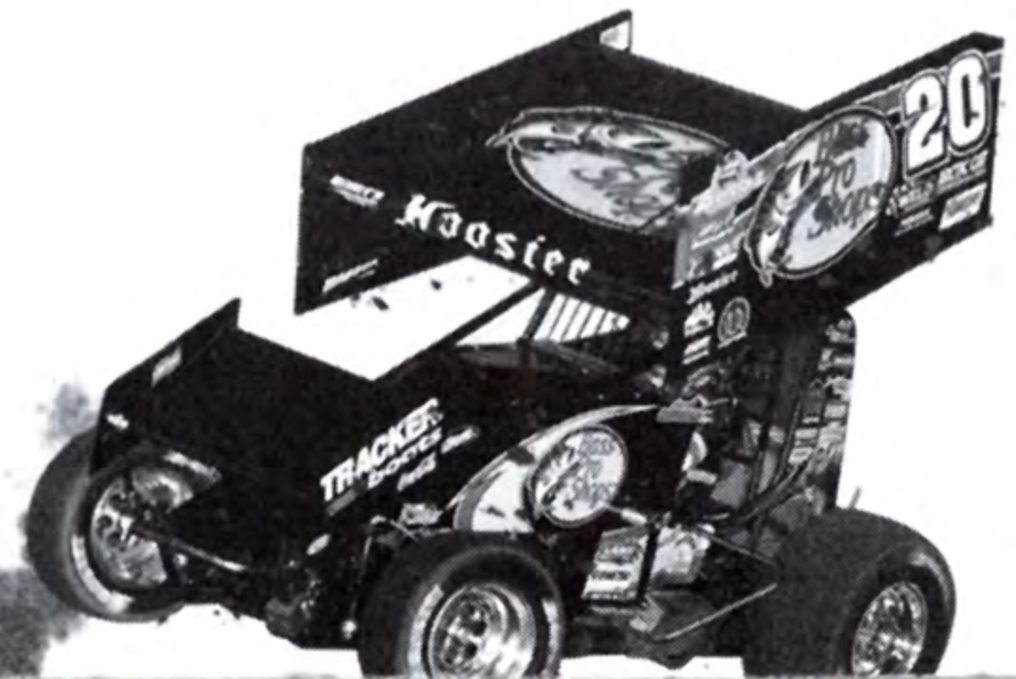




CAR TUNING

The Tuning Menu allows you to modify your vehicle setup in order to squeeze out the most performance for a given track. If you are unsure about how to tune your car you can select Auto Tune. Auto Tune will give you a basic setup but this isn't necessarily the optimal tune for the track. You can save your tune for a given track and car class once you have made your changes.

As you drive around the track you may notice that the front of the car will either head to the wall or the back end of your car will slide out while you're turning. When the front end tends to want to hit the wall that means your car is too tight. When the backend slides out too far that means the car is too loose. There are simple tuning adjustments you can make to help improve your handling. Read through the tuning options to determine what adjustments you should make depending on your situation. When you practice adjust your tuning until you are comfortable driving the car then try experimenting with more radical changes to increase your speed.



STAGGER

Adjusting the Stagger of your car changes the circumference and width of the car's right rear wheel in relation to the left rear wheel. By increasing the size of the right rear tire you increase the grip on the track and make the car turn left more easily. If you decrease the size of the right rear tire your speed and acceleration increases but you lose track grip. On flatter tracks a larger stagger can be helpful, while on higher banked tracks a shorter stagger is often beneficial. If you find that the car tends to be loose when you step on the gas increase the stagger.

SPACING

Changing the Spacing adjusts the distance of the right rear wheel from the chassis of the car. This adjusts the distance between the body of the car and the inside wall of the right rear tire in order to improve the turning ability on a flatter track. A larger spacing increases the car's stability but decreases your top speed slightly on straightaways. If you find the car is loose when entering a corner increase your spacing.

TRAVEL

Travel determines the range of movement of the wheel when it extends away from the car. Modifying the travel will change how high the car sits up and where the center of gravity is located. By increasing the front travel you put more weight on the rear of the car which is optimal on tracks with less traction. On tracks with more grip or higher banking in the turns it is best to lower the travel to increase the car's stability.

SHOCKS

This is what determines body roll and pressure applied to the tires in turns and acceleration on the straight away. Each wheel has its own shock adjustment for compression and rebound rates.

Soft: Soft compression and rebound.

Medium: Medium compression and rebound.

Hard: Hard compression and hard rebound.

The harder the shocks the less bounce and give. For flatter tracks you need the shocks on the right side to give a bit more. By using a softer shock on the right side of the car the weight will shift and increase traction in the turns. If you find that all four wheels of the car drift up the track while turning, decrease the shock stiffness on the right side.

SPRING

The Spring changes the way the car responds to bumps on the track. Modifying this setting also determines body roll and pressure applied to the tires in turns and acceleration on the straight away. A higher Spring will help make the car sit flatter during a sharp turn, but will also make it bounce more on bumpy tracks. A lower Spring setting makes the car travel more smoothly over bumpy track surfaces but means less traction. If you find that the shock changes have not helped try softer springs with harder shocks.

GEARS

The Gears setting determines the speed and engine braking of your car. The lower the number the higher the speed and the less engine braking in the corner. The higher the number the lower the speed but the more engine braking you receive. You want to optimize your settings so as the car reaches the turn point the engine RPM should be just at the red line stage. If you find that you are spinning out during acceleration try lowering the gear number.

WEIGHT

Weight distribution affects the way the car handles while turning. Putting more weight on the rear increases your acceleration but makes steering more challenging when turning. More weight on the right side of the car makes the car want to turn right.

On a flatter track with less traction you want to put a bit more weight on the right and front of the car. This will allow the car to roll toward the right rear when turning. A track with more traction should have less weight on the right rear. If you find that you are loose and other adjustments haven't helped try making small weight changes. On flatter tracks try more weight on the right side and on higher banked tracks try decreasing the weights.

TIRE PRESSURE

Tire pressure adjustments are a trade off between traction and speed. The lower the air pressure the better the traction but the increase in tire wear. On tracks with higher banking turns you can run the car with higher pressure on the right rear tire. On a flatter track less tire pressure on the right rear tire helps power through the turns.

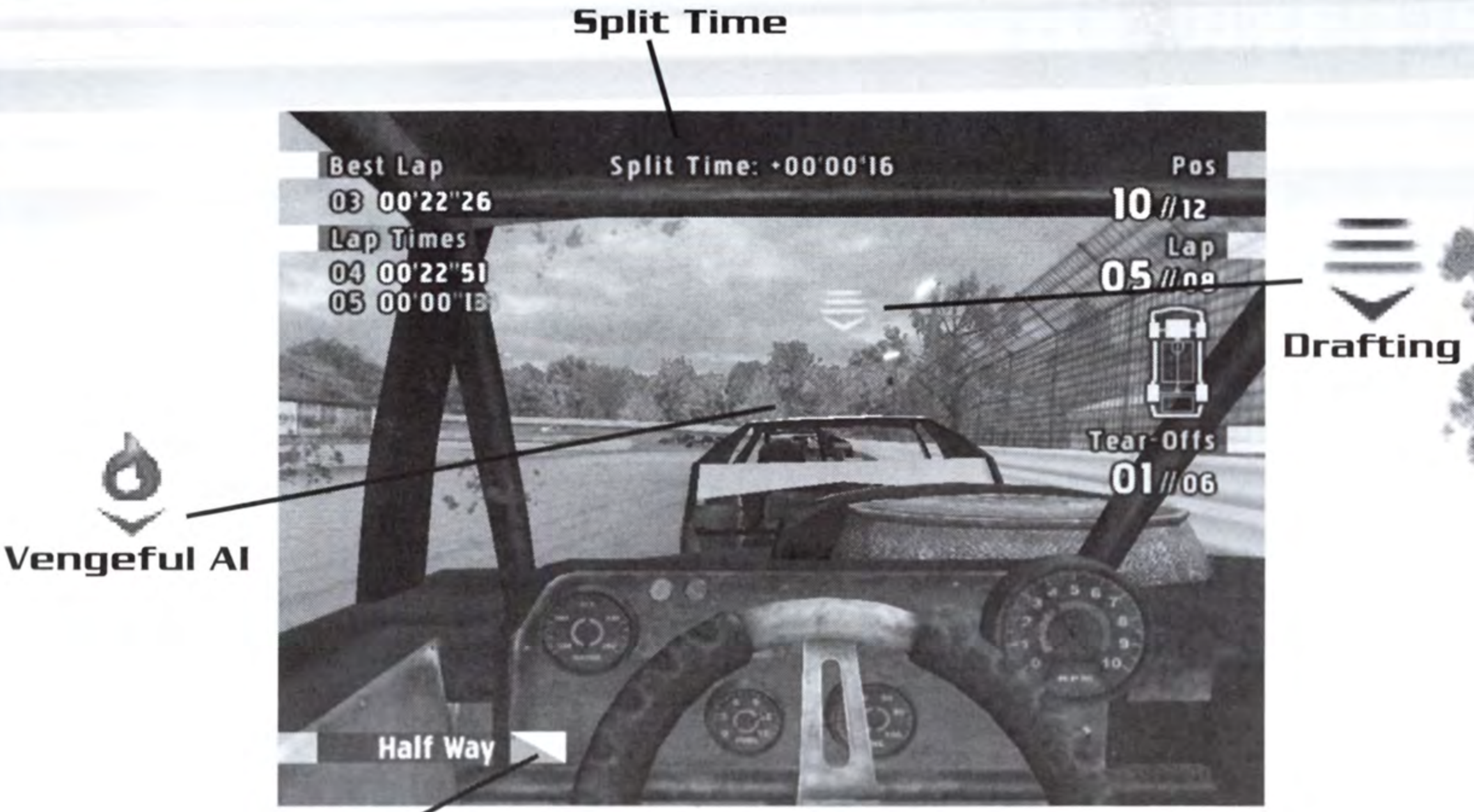
WING ADJUST

The wing on a sprint car helps keep the car firmly on the track at high speed. The Wing Angle determines how much downward force is exerted on the car's rear wheels. The steeper the wing angle the more downward force. While you're racing you can adjust the wing position up or down. This also changes the wing angle.

The Wing Position should start out closer to the front at the beginning of the event and move back as the event progresses. This movement will help provide more down force on the rear wheels as the track becomes drier.

RACING

RACE SCREEN



RACE RULES

A race event is a series of stages throughout the day. Races begin in the late afternoon and end in the late evening. The track will dry out during the day as more races are run. This makes the racing conditions change for nearly each race so you will have to make adjustments to your race line, or where you race on the track throughout the day.

PRACTICE

Get to know the track in the Practice session. This is where you modify your setup to maximize performance.

QUALIFYING

At the qualifying sessions you get one warm-up lap to achieve top speed and two timed laps to determine your spot in the heat (or main race in a short format race). The fastest qualifying car gets a cash bonus in Career mode.

HEATS

The two heat races each include twelve cars. You must finish in the top six cars in your heat to make the A Main. Finishing seventh or below means you have to race in the B Main for a second chance at making the big show. Winning either heat means a cash bonus for the team in Career mode.

B MAIN

In the B Main there are 12 drivers who are placed in order of their qualifying times. This is a second chance for those who did not place in the top six of their heat. Finishing 5th place or lower will award you prize money but that's the end of the event. Those that place in the top four don't win any cash but go on to the A Main, giving them a chance at the big money.

A MAIN

This is the main race for the evening. To get this far you have to be either one of the top six finishers from one of the two heats or one of the top four finishers from the B Main. The top drivers from heat one take the first six spots, the second six spots are taken by the heat two drivers, with the remaining four spots from the B Main filling in the last positions.

RACE FLAGS

The Race Flags are displayed on the Race Screen in the lower left hand corner. Each flag can have several meanings depending on the race situation.

GREEN FLAG

The green flag is shown at the start of the race and at a restart of the race to indicate the race is underway and racing conditions are normal.

GREEN AND WHITE FLAG (CROSSED FLAGS)

This flag is shown when you reach the halfway point in the race. You have completed half the laps of the race.

WHITE FLAG

The white flag is shown to indicate that only one lap remains before the race ends. You will also see the white flag when an opponent has won the race. This means that you will only complete the current lap even if it isn't your last lap in the race.

YELLOW FLAG

A yellow flag indicates that a car has been damaged enough that it is unable to complete the race and is in a dangerous position on the track in relation to other cars. A yellow flag is also displayed when a car stalls and has to be restarted.
In either situation the screen will fade to black and the race will continue at the start line. The damaged vehicle will be removed from the track and all cars will be in the positions they were in when the flag was displayed.

BLACK FLAG

The Black Flag is the penalty flag. When you try to cut a corner too closely, or end up off the racing surface for an extended period of time you will see a black flag. When you are shown a black flag you should go back to the spot where you exited the track or your current lap will not count.

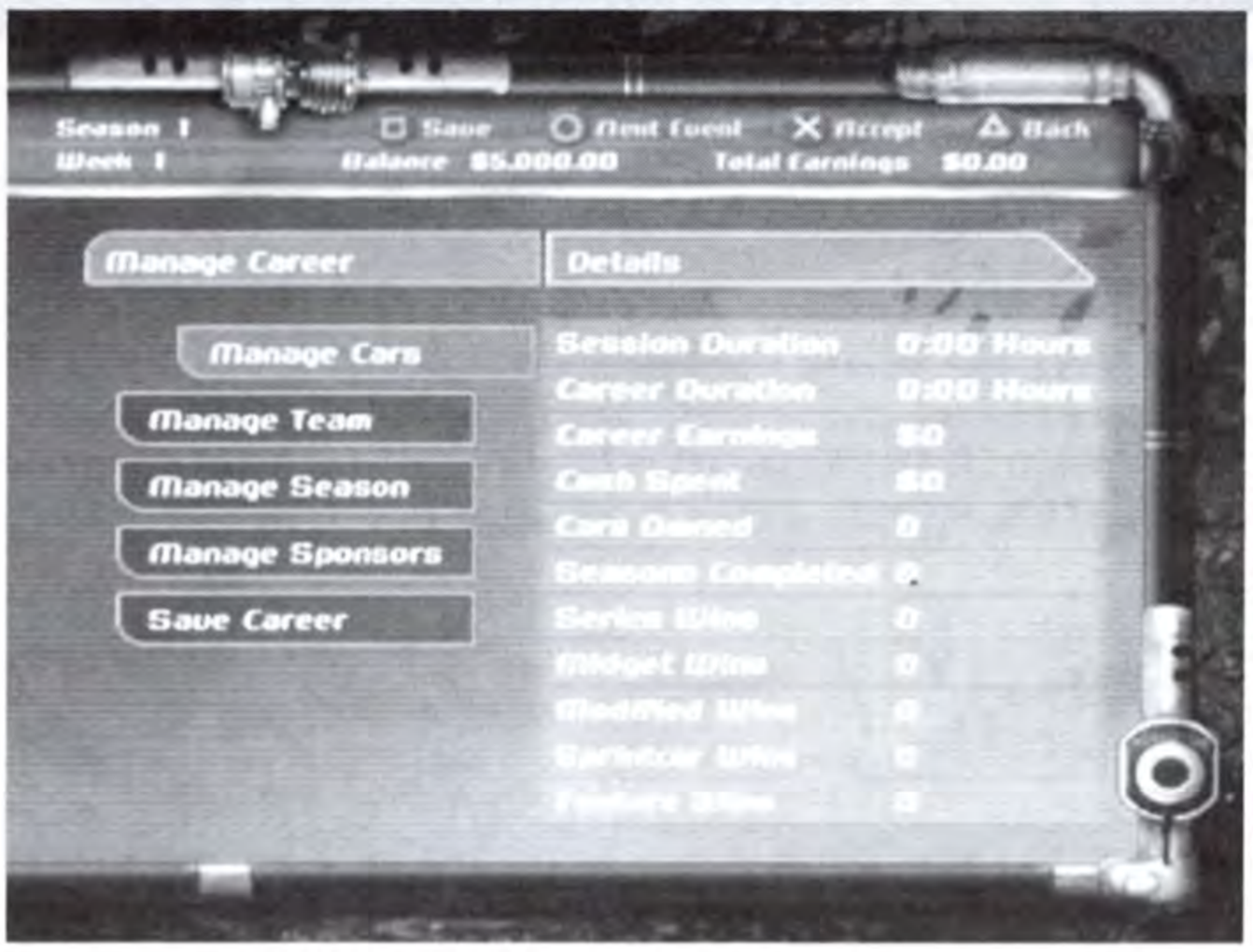
A black flag is also shown if you drive in the wrong direction around the track. This flag will be removed if you turn around and go in the correct direction, returning to the point where you began travelling the wrong way.

You will also be shown a black flag when your car is completely undrivable due to extensive damage.

CHECKERED FLAG

The checkered flag is displayed at the end of the final lap of a race to notify all drivers that the race is over.

SPRINT CARS
ROAD TO KNOXVILLE



CAREER MODE

If you're looking for a deeper experience, enter Career mode and make your way up through the ranks to become a dirt track champion. Start your career with $5,000 to buy a 3/4 Midget and hire a driver. Earn enough money in a season to upgrade your car, buy a new car and hire another driver. Career mode offers you the chance to test your racing skill, stamina, and patience over seasons, challenging not only your racing ability but also your money management skills. Striking a balance by purchasing and upgrading the right cars, hiring the right drivers, having enough cash to repair car damage, and picking the right sponsorship package can be the test of a true racing champion.

STARTING A CAREER

The first step to beginning your career as a professional driver is to create a team and manager. Using the directional buttons highlight Career and Select New from the Main Menu and press the ⊗ button. The New Career screen should be displayed. Press the ▣ button to create a random Team name or the ◉ button to Edit the name and create your own. Once you've selected a Team name use the directional buttons to highlight the Manager name. You can create or edit a Manager name using the same method as creating a Team name. Once you've created both a Team and Manager name press the ⊗ button to begin your career.

When you begin a new career you must purchase a car, hire a driver and pick an event to race. To get started quickly simply select Manage Cars from the Manage Career menu, next select Buy Car. You start the game with enough for a 3/4 Midget. Select the Model and Skin of the car you would like to purchase and press the ⊗ button to purchase your new car.

Once you have purchased a car you need to hire a driver. Go back to the Manage Career menu and select Manage Team. To hire or create a driver press the ⊗ button in an empty Drivers spot. From the Hire Driver menu you can select Create Driver to make your own driver or choose one of the available drivers.

Now you must assign your new driver to your new car. You can do this from the Manage Team menu. To the right of the drivers name are several icons. Highlight the icon that looks like a car and press the ⊗ button. This will present the Assign Driver menu. Select the car that you would like the driver to use and press the ⊗ button to assign them to that car.

The next step is to select an event to race in. To choose a race select Manage Season from the Manage Career menu. You will then be presented with the Season menu. Select Season Schedule from this menu to reveal the available races in the season for all of the car classes that you own. In this case you will only be shown the available 3/4 Midget races with all other events marked with a red x-mark. Each event has a Series description: Amateur, Semi-Pro, and Pro. The Amateur series is the easiest and the Pro is the most challenging but potentially the most financially rewarding. Select an event by pressing the ⊗ button. A green check-mark will appear next to the event.

Once you have selected an event you can start racing by pressing the ◉ button from anywhere within the Manage Career menu or highlight Enter Next Event and press the ⊗ button from the Season menu.

MANAGE YOUR CAREER

Your team's details appear on the Manage Career screen, they include Sessions Duration, Career Duration, Career Earnings, Cash Spent, Cars Owned, Seasons Completed, Series Wins, Midget Wins, Modified Wins, Sprint Car Wins and Feature Wins.

The Manage Career menu is accessible between race events and allows you to buy, sell, and upgrade cars, hire and fire drivers, review their standings, sign sponsors, select events and save your game.

To buy, sell or upgrade your car select Manage Cars from the Manage Career menu. You can hire, fire and assign drivers to cars you own by selecting Manage Team. Selecting Manage Season allows you to select a race event, see your point standings or end your season. Review your sponsor offers and current sponsor in the Manage Sponsors menu. To save a career press the ▣ button or highlight Save Career and press the ⊗ button.

SPRINT CARS

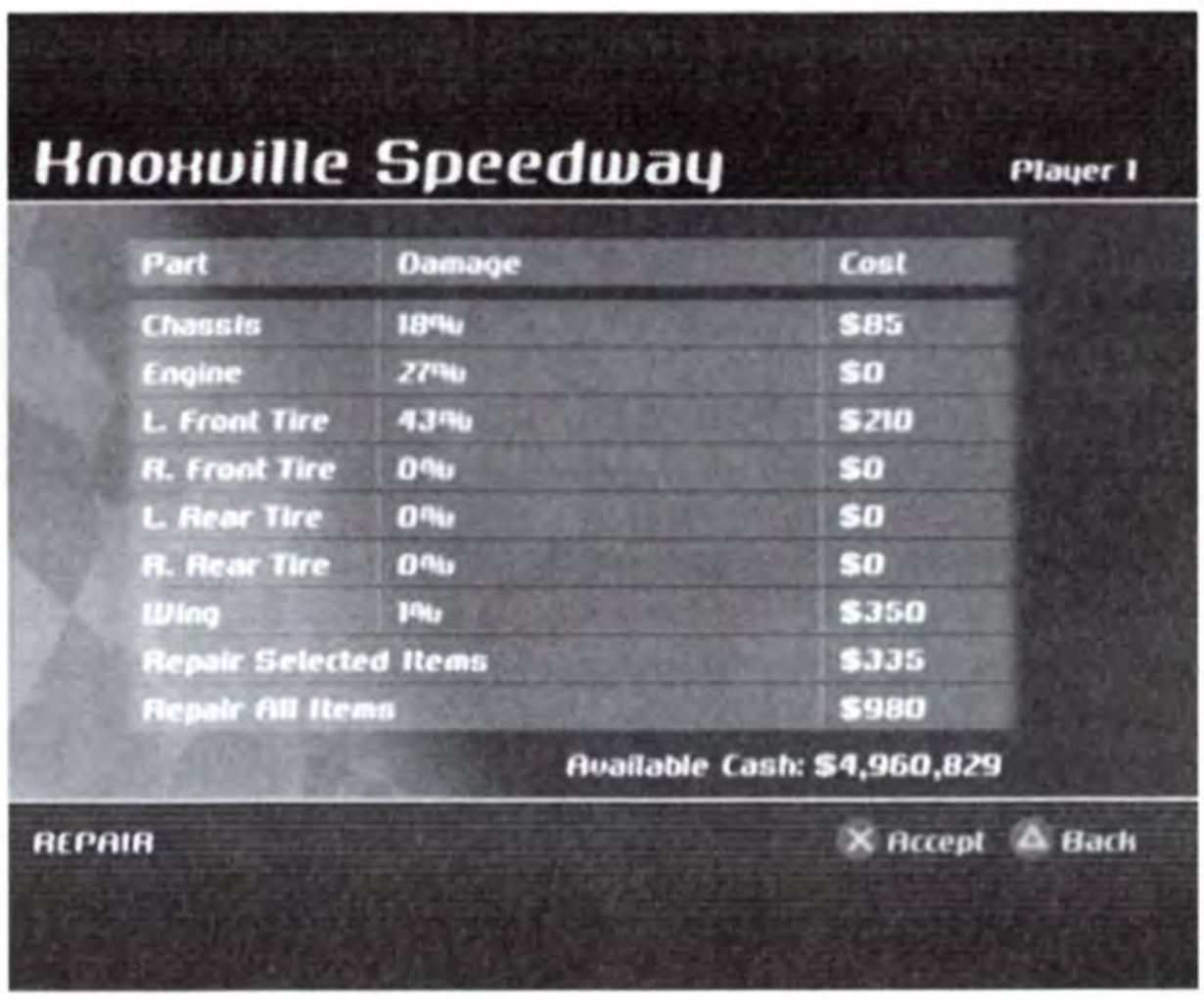
ROAD TO KNOXVILLE

SPONSORSHIP

Sponsors are businesses that offer you money to fund your racing career in exchange for placing their logo on your car when you race. You begin your career without a sponsor. If you're successful multiple sponsors may approach you. Choosing the right offer can make a big difference in a successful career. A typical contract will last between 1 and 5 events, paid at the end of each event. Players are paid by their sponsors at the end of each event, a typical contract will last between 1 and 5 events.

REPAIRS

It's likely you will damage your car enough that it will need to be repaired. Repairs are necessary in order to get your car back into working condition. If you've damaged your car during the race a list of the damaged items and the cost to repair them will be available after the race. To see the list select Repair from the Race Format menu.

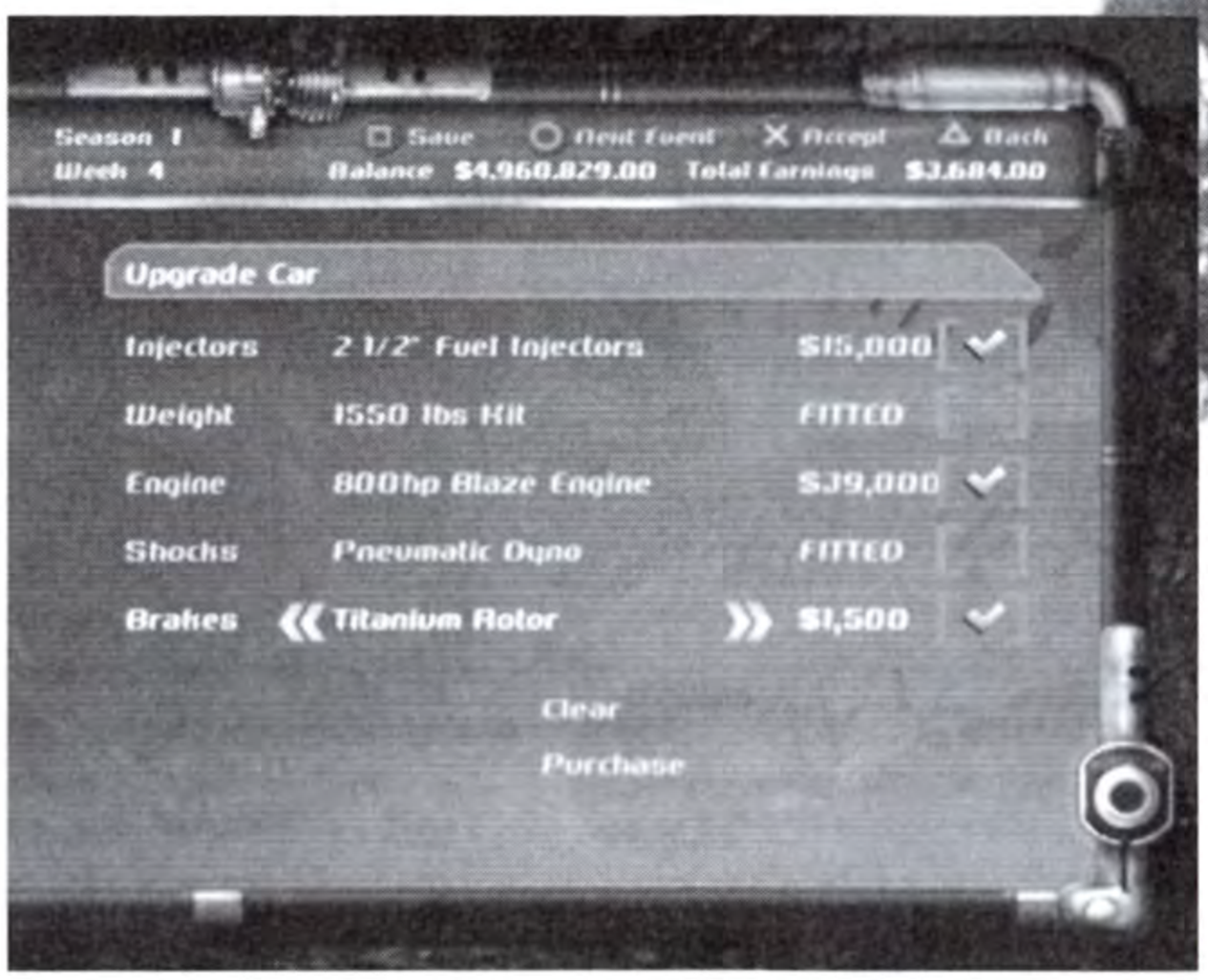


During an event you only have a limited amount of time to make repairs. This means that you can only repair a portion of any damage you may have incurred. Between events you have as much time as you need to make repairs and you can fully repair your car once you've completed an event. You can repair your car between events by selecting Manage Cars from the Manage Career menu, and highlighting the car you would like to repair. The wrench icon denotes where you access the repair menu. Highlight the box under the wrench icon and press the ⊗ button to make repairs to that vehicle.

The Repair Car menu displays each of the car parts in the first column, the percentage damage in the second column and the cost to completely repair that part in the third column. To fix a particular part highlight that part and press the ⊗ button and then highlight Repair Selected Items and press the ⊗ button. To repair all items highlight Repair All Items and press the ⊗ button.

UPGRADES

You can upgrade any of your cars with the money you earn in Career mode. There are a number of enhancements that you can make depending on the car class. To access the Upgrade menu select Manage Cars from the Manage Career Menu and highlight the car that you want to upgrade. The arrow pointing to the right indicates the upgrade menu. Highlight the box under the arrow icon and press the ⊗ button to upgrade that vehicle.



REPLAYS

When the race is complete, and the race results menu appears, you can choose to replay the race by pressing the ◉ button. Only a limited amount of race time is recorded for replay after the race.

REPLAY CONTROLS

▣ button
Menu Display ON/OFF

◉ button
Change Car

△ button
Change Camera View

⊗ button
Toggle Pause/Play

START button
Exit

OPTIONS

To access the Options menu highlight Options from the Main Menu and press the ⊗ button. There are several sub menus available to you from within the Options menu: Race, HUD, Control Layout, Sound Options, Save/Load Options.

RACE OPTIONS

Vibration: Select the strength of the controller vibration.
[Strong / Weak / Off]

Damage: Set the level of damage.
[Simulation / Arcade / Off]

Yellow Flags Arcade: You can turn these on or off in Arcade mode.
[On / Off]

Yellow Flags Career: You can turn these on or off in Career mode.
[On / Off]

Tear-Offs: Turn these on or off.
[On / Off]

Multiplayer Catch-up: This is a speed and handling bonus given to a player when they fall behind in a multiplayer race. It lasts until you approach the first player. This only applies to Arcade mode.
[On / Off]

HUD OPTIONS

Times:Turn the times portion of the HUD on or off.
[On / Off]

Lap and Position: Turn the lap and positions on or off.
[On / Off]

Tacho, Oil, Water and Gear Information: Turn these HUD objects on or off.
[On / Off]

Damage: Turn the damage icon on or off.
[On / Off]

Drafting Information: Turn this meter on or off.
[On / Off]

CONTROL LAYOUTS

Player 1: Set the control layout for player 1.

Player 2: Set the control layout for player 2.

SOUND OPTIONS

Vehicle Sound: Adjust the vehicle volume.

Crowd Sound: Adjust the crowd volume.

Commentary: Adjust the volume of the announcer.

Interface Sound: Adjust the menu interface volume.

Interface Music: Adjust the volume of the interface music.

Speakers: Optimize the setting for your speaker system.
[Mono / Stereo / <u>Surround Sound</u>]

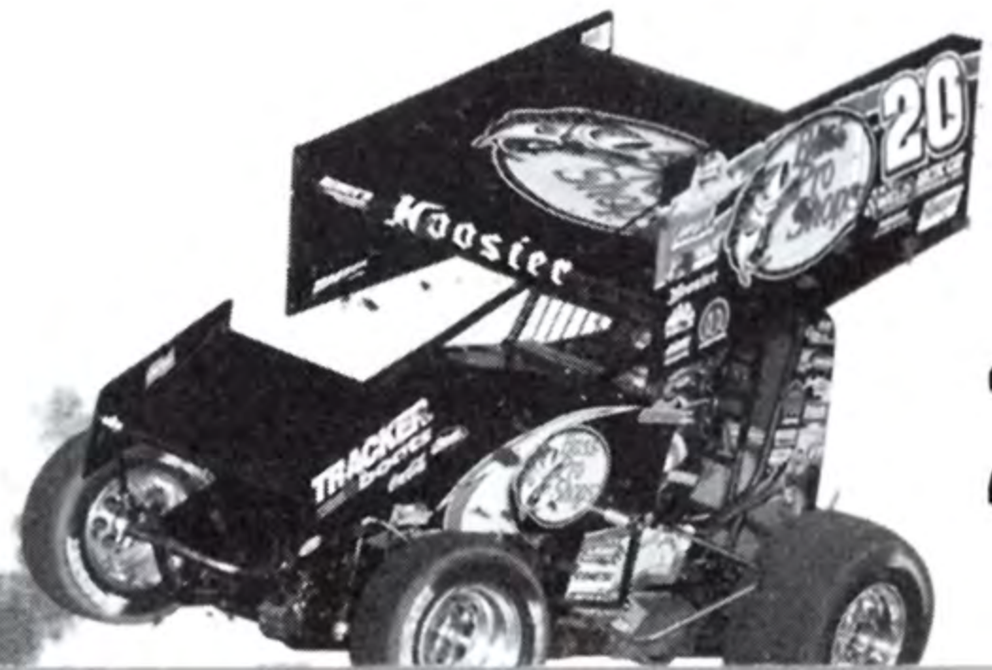
SAVE / LOAD OPTIONS

Autosave: Turn the autosave feature on or off.
[<u>On</u> / Off]

Save Options: Save the current option settings.

Load Options: Load option settings.

THE ITEMS/OPTIONS UNDERLINED REFLECT THE DEFAULT IN-GAME SETTINGS.



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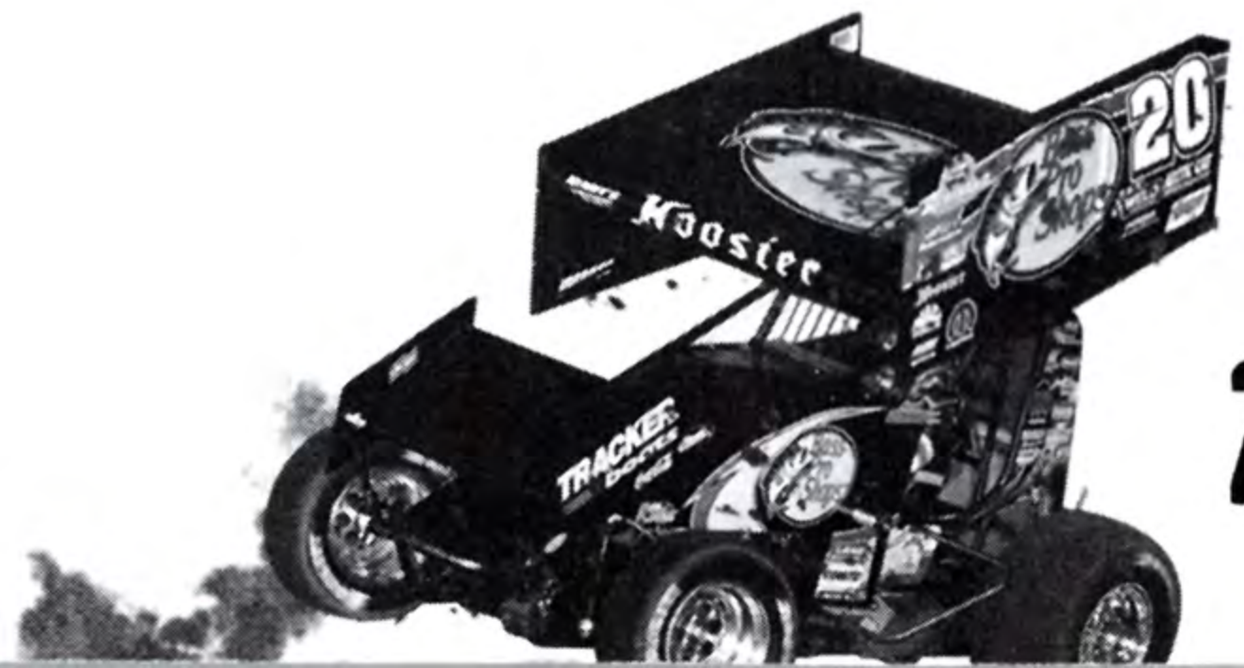

SPRINT CARS

ROAD TO KNOXVILLE

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